

OATH OF THE SPELL SQUIRE

Mages are incredibly valuable to a town, city, or nation. Having people who can raise fallen buildings, cause crops to flourish, or call down fire on their enemies is almost immeasurably useful. However, such individuals can also be great liabilities to peace. Few mortals wield more destructive power than an archmage, so they must be contained. As such these valuable assets must be protected and regulated at almost any cost. You have sworn an oath to protect and observe one such great mage. Just being around such a mage as they act, lecture, advise, and research will rub off on you. You glean some of the curiosity, knowledge, and arcane potential from your charge.

TENETS OF THE SPELL SQUIRE

Observe. There is much to learn and fear about magic. Keep careful watch so that you might grow, and detect danger before it spirals out of control.

Protect. Magic must be protected from the hostile world, and the world must be protected from dangerous magic.

Serve. Assist mages and the magic they wield better the world, and serve swift justice if the peace of the world its threatened.

3rd Level Oathspells

LEVEL	SPELLS
2nd	Guiding Bolt, Elemental Orb
5th	Acid Arrow, Scorching Ray
9th	Lightning Bolt, Protection from Energy
13th	Resilient Sphere, Ice Storm
17th	Arcane Hand, Pyroclastic Lance ^K

CHANNEL DIVINITY

3rd-level Sacred Oath feature You gain the following Channel Divinity options.

- **Thaumancy.** You may use an Action and your Channel Divinity to cast a 1st-level spell from your list of Oath Spells without expending a spell slot. At 4th level you may use this to cast a 2nd level spell or a lower level spell at 2nd level, this increases to 3rd level at 6th level, 4th at 9th level, and 5 at 12th level.

- **Oath Drive.** You draw divine energy from your bond but sculpt it using your arcane training. As a bonus action you may use your Channel Divinity to enter a special state called your Oath Drive. For the next minute you may use a weapon as a spell-casting focus and cast the *acid splash*, *firebolt*, *poison spray*, *ray of frost*, and *shocking grasp* cantrips. For this duration you can not use your Divine Smite feature and after you use your action to cast a spell you may use a bonus action to make a melee weapon attack.

WAR MAGE'S AURA

7th-level Sacred Oath feature

When a hostile creature within 15 feet is targeted by a spell it must roll a d4 and subtract it from its AC or the result of its saving throw. At 18th level, the range of this effect increases to 30 ft.

THAUMATURGIC MASTERY

15th-level Sacred Oath feature

You learn one 6th-level evocation spell of your choice. You may use an action to cast that spell or an oath spell at 6th level, once you do, you can not do so again until you finish a long rest. When you gain a Paladin level you may exchange the chosen spell with another evocation spell of the same level

At 18th level, you learn a 7th-level evocation spell of your choice, and you may cast it or an oath spell at 7th level, once per long rest.

ARCANUM UNLEASHED

20th-level Sacred Oath feature

You channel all of your gained knowledge and thaumatic power into your mind and body to affect a powerful transformation. As a bonus action you may unleash your full Arcane power. You regain any expended 1st level spell slots, and for the next 1 minute your speed increases by 5 ft, you gain a +2 bonus to your AC and you gain a special additional action that may only be used to cast a cantrip or a spell of 1st or 2nd level.